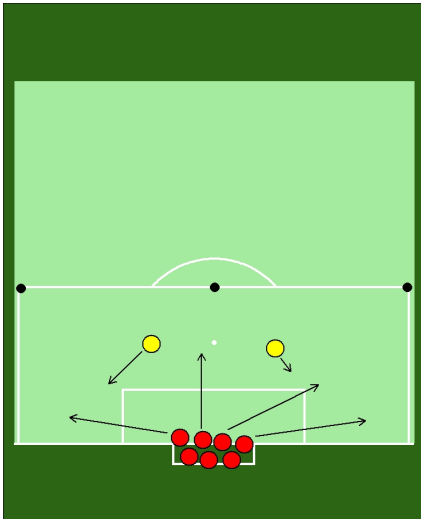




Mouse hunt



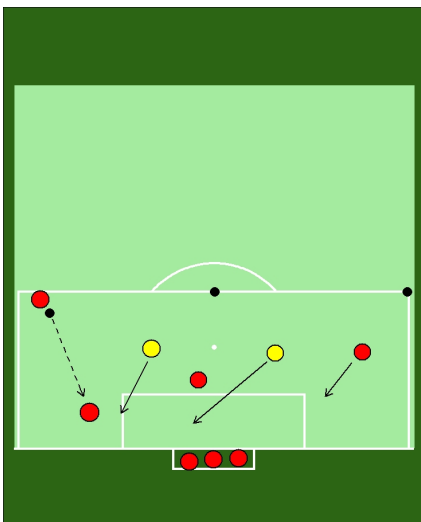
How it works

The red players are mice and have a bib/pinny stuck down the back of their shorts (mouse tail).

The yellow players are the Mouse Hunters.

On a signal from the coach, the red players (mice) come out of the goal and can run free anywhere in the penalty area.

The yellow players (Mouse Hunters) can catch a mouse by removing the bib/pinny from their shorts (pinching the tail). The red player (mouse) then has to return to stand inside the goal (Mouse trap).

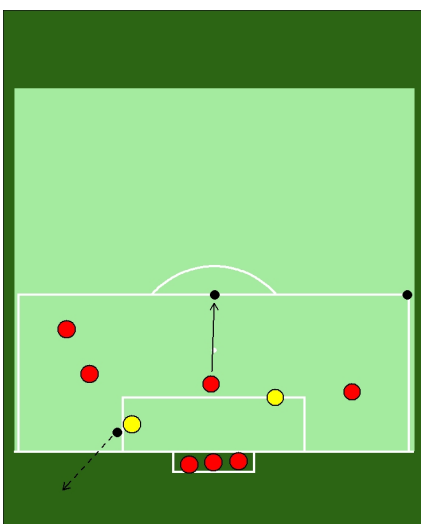


When one or more mice are caught a ball (piece of cheese) can be taken from the edge of the penalty area.

The red players can dribble with the ball or pass to each other to try and get the ball into the goal. If they succeed all the mice in the goal are set free. They must remember to put their bib/ pinny back in their shorts.

The yellow players try to stop them getting the ball into the goal. If they kick the ball out of the penalty area then it cannot be used again.

There are three balls that the mice can use altogether so they must think about how best to use them. When all the balls are gone then the Mouse Hunters just have to catch the rest of the mice.



In this diagram the yellow player has kicked one of the balls out of the playing area so a different red player is going towards another ball in an attempt to free the other mice.

The game ends when all the mice are back in the trap. Time how long it takes to get all the mice back in the trap and challenge another pair of Mouse Hunters to do better. Could the mice have used the balls more effectively by waiting until more mice are in the trap?

Possible changes

The game can be played as a straight forward chase and catch without the balls on the edge of the penalty area.